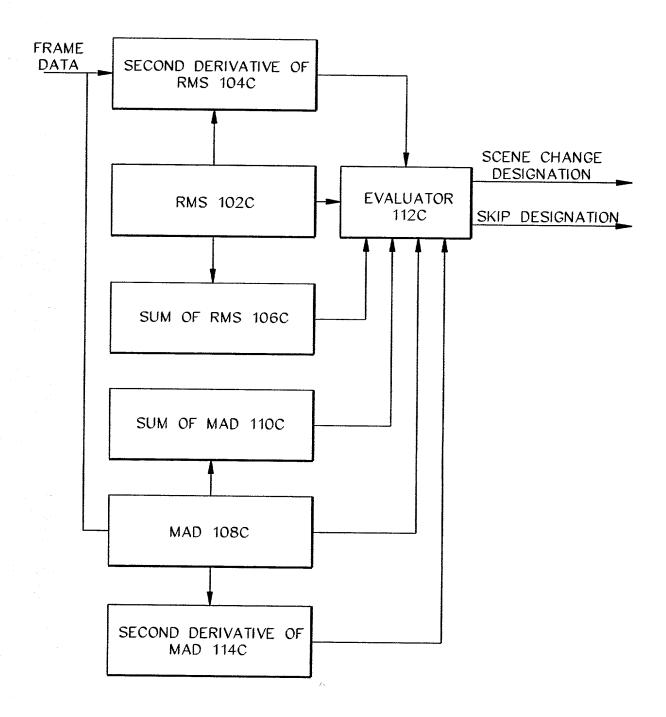


FIG. 1B



F/G. 1C

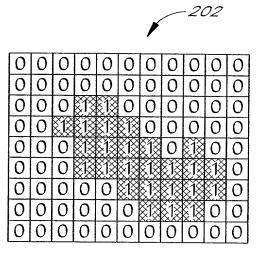


FIG. 2A (PRIOR ART)

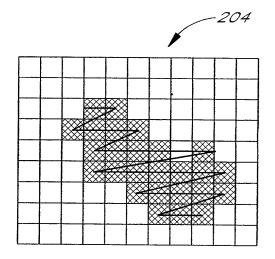
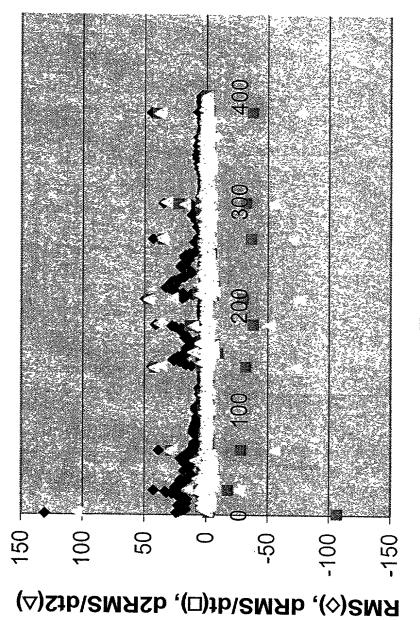


FIG. 2B (PRIOR ART)



Frame number

FIG. 3

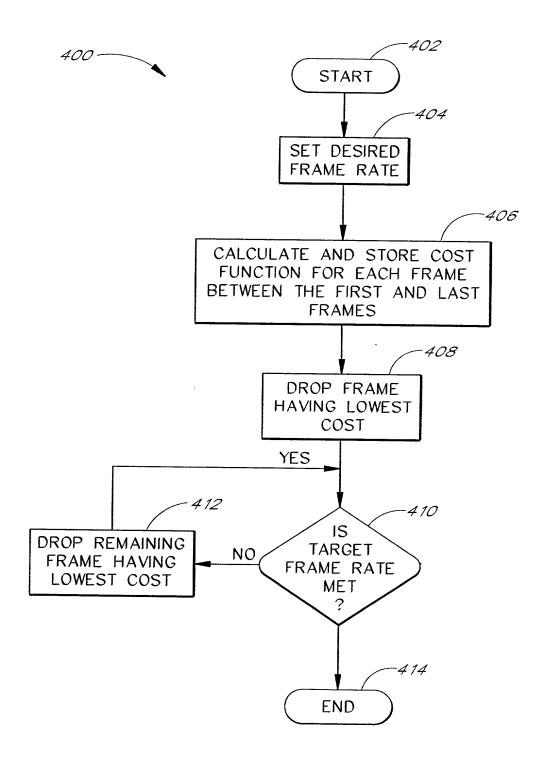
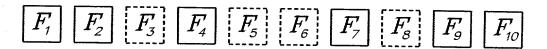
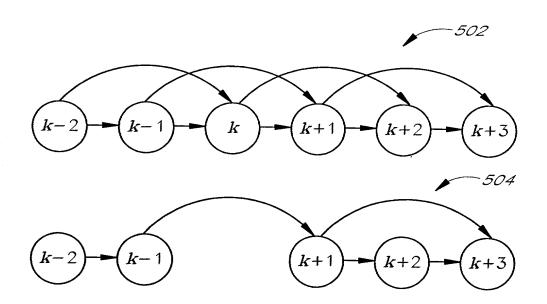


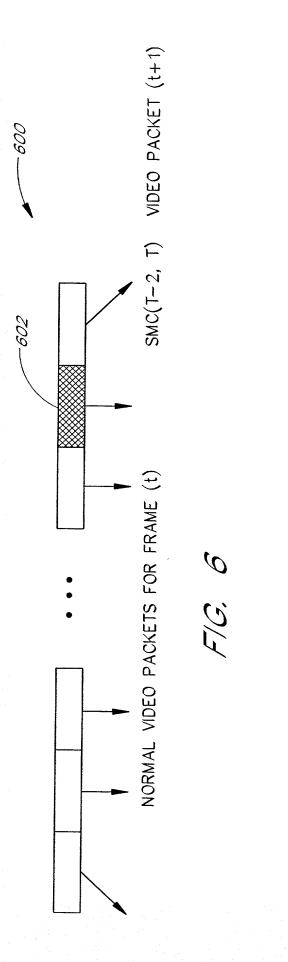
FIG. 4A



F/G. 4B

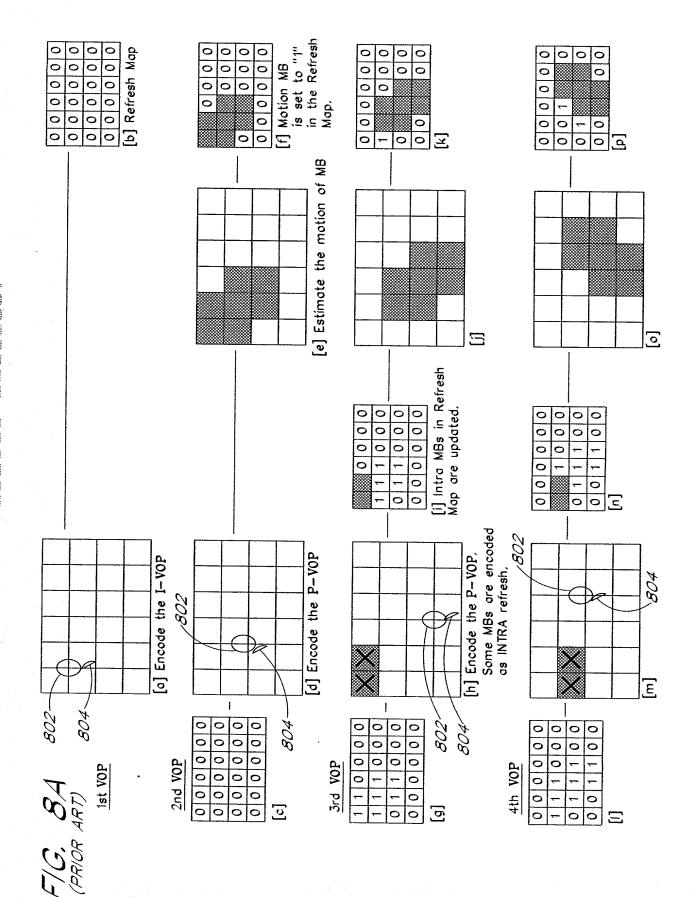


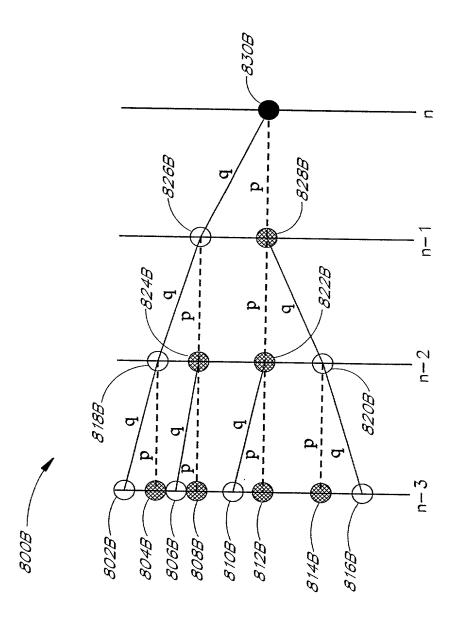
F/G. 5



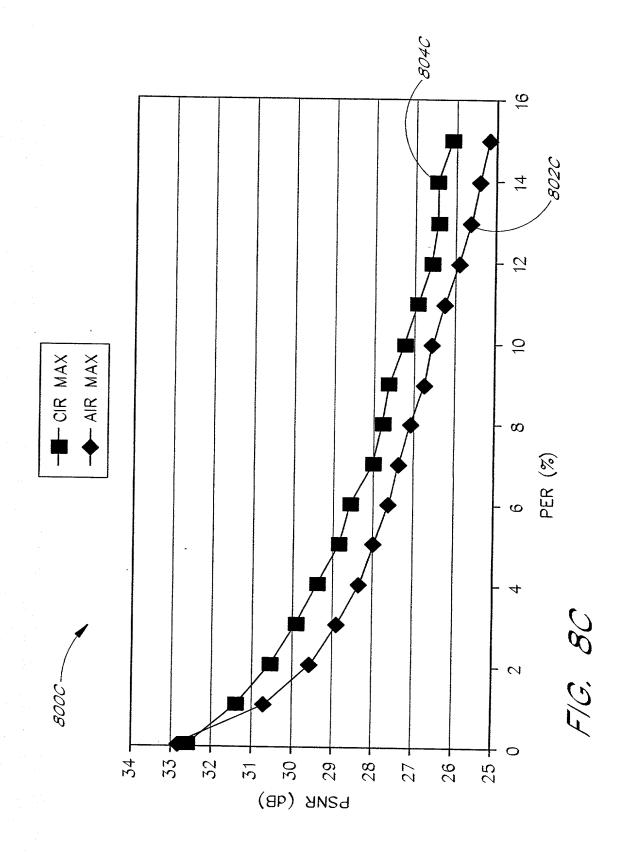
SCENE CHANGE

F/G. 7





F/G. 8B



\bigcirc	X	\bigcirc	X	0	X	0	X	\bigcirc	X	0	X	\bigcirc	X	\bigcirc
•		♦		♦		•		♦		•		•		•
		0												
•		•		•		•		•		•		♦		•
	X	\bigcirc	X	\bigcirc	X	\bigcirc	X	\bigcirc	X	\bigcirc	X	0	X	0
	V	•	V		v		V	•	<u></u>	•		•		•
	Λ	○◆	Λ		Λ		Λ		X		X		X	
	X	Ŏ	X		X		X		X		Y		Y	
•		♦	П	•	$\prod_{i=1}^{n}$	•		•						
\bigcirc	X	Ö	\overline{X}	Ŏ	X	Ŏ	X	Ŏ	X	Ŏ	X	Ŏ	X	$\tilde{\bigcirc}$
•		♦		♦		♦		♦		•		•		♦
\bigcirc	X	\bigcirc	X	0	X	\bigcirc	X	\bigcirc	X	\bigcirc	X	\bigcirc	X	\bigcirc
		•												
\bigcup	Λ	\bigcirc	$\boldsymbol{\Lambda}$		\boldsymbol{X}	()	\boldsymbol{X}	()	X	()	X	()	X	()

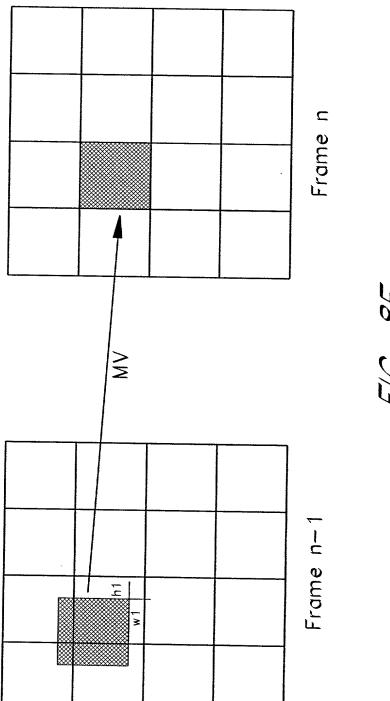
\bigcirc	=	INTEGER	PIXEL	LOCATIONS
\smile				

X = HORIZONTAL HALF-PIXEL MOTION

◆ = VERTICAL HALF-PIXEL MOTION

= HALF PIXEL MOTION IN BOTH HORIZONTAL AND VERTICAL DIRECTION

F/G. 8D



F/G. 8E

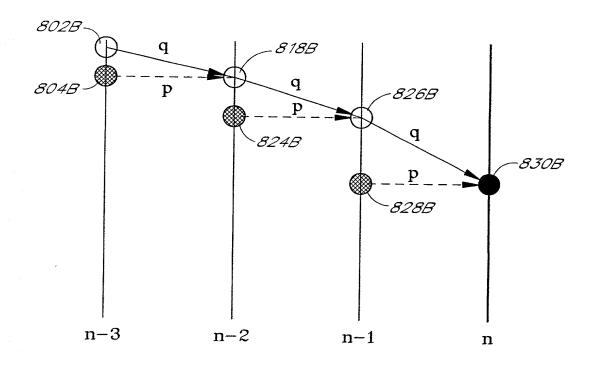
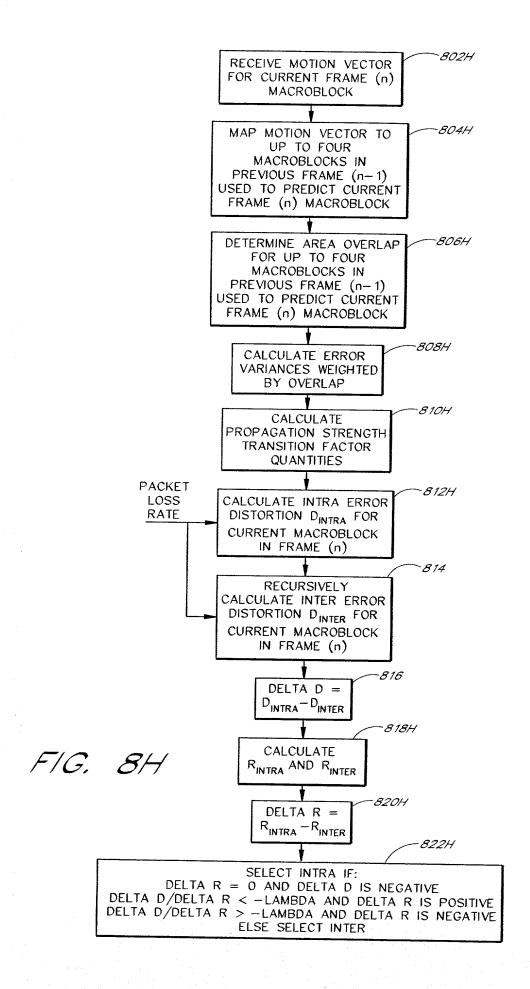
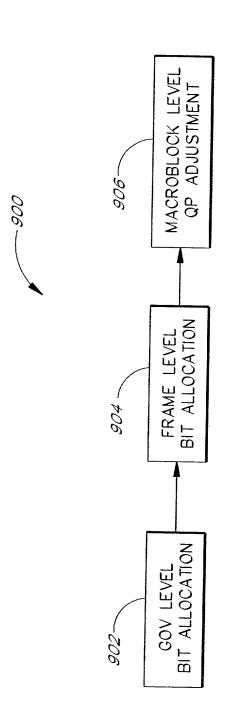
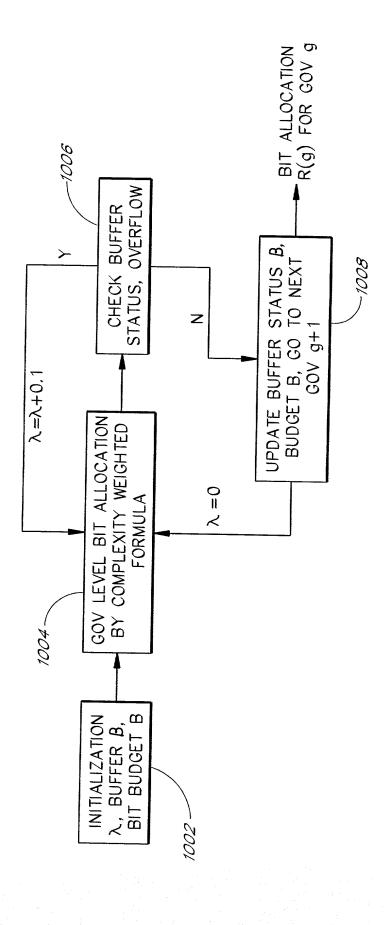


FIG. 8F





F/G. 9



F/G. 10

